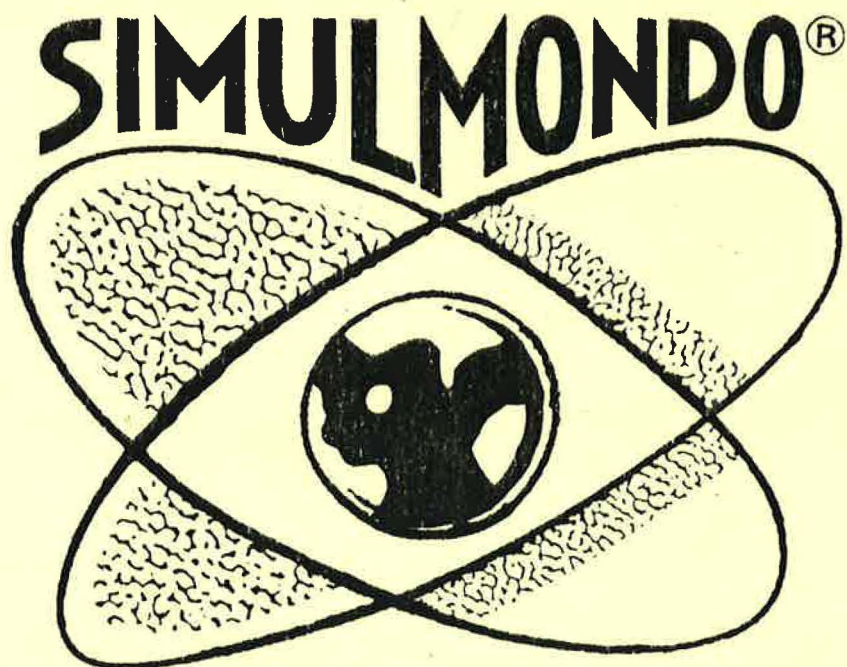


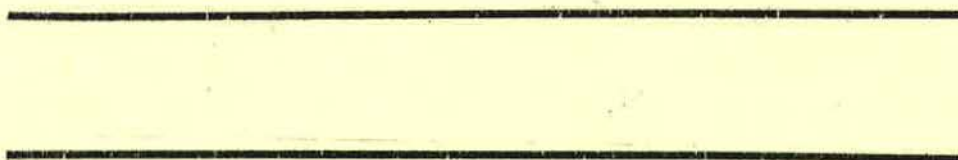


COMPANY PROFILE

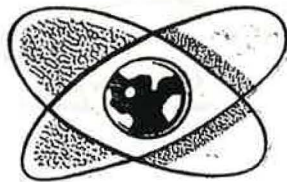
SIMULMONDO SRL - VIALE BERTI PICHAT 28/A - 40127 BOLOGNA (ITALY)

PH. ++39 51 251338 - ++39 51 252954

FAX ++39 51 6570349



SIMULMONDO SRL



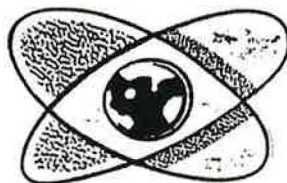
COMPANY DESCRIPTION

Simulmondo srl. (ltd.), established in 1988 by Dr. Francesco Carlà, was the first company (and still is) to produce videogames and interactive software in Italy. Simulmondo srl. releases all its games for publication with the trademark SIMULMONDO, well known to every young Italian whose hobby is entertainment software.

Simulmondo was born from the idea to unite world renown Italian creativity to a new and spectacular form of communication: interactive communication.

Simulmondo is solely responsible for its products from the creative spark to the material realization of its software which includes videogames and simulators and educational software for personal computers, Commodore Amiga, PC IBM, Atari ST and Commodore 64. Simulmondo is also a member of the CD-I European Society.

Simulmondo Srl has strict control over every phase of production from the initial idea to marketing and sales including project planning, production and packaging. Only top-of-the-line artists and programmers, most under contract to Simulmondo alone, are carefully chosen and are responsible for the finished products.



WHAT DOES "SIMULMONDO" MEAN?

SIMULMONDO is a new word that joins two words together, SIMULATION and MONDO (or WORLD - SIMULWORLD). SIMULMONDO also defines the area in which this Italian software house operates: any situation or subject matter anywhere in the world which is worth simulating is contained in this area. Simulmondo has been a registered trademark since 1988 and is, therefore, a forerunner to similar words (some of a more narrow definition) such as SIMCITY and SIMULCRA and to analogous concepts such as VIRTUAL REALITY.



THE TEAM

FRANCESCO CARLA', 30 years old, producer and managing director of Simulmondo Srl., graduated from the University of Bologna with a degree in Mass Communications. His job is to choose the right topics and themes to simulate and to try to foresee which products will be the most successful. He had the idea to create the **MANAGER** series of games (after the successful English **FOOTBALL MANAGER**, no one thought it would be possible to interact with other sports in the same manner) and the **I PLAY** series starting with European football: to see and to play a match exactly the way a real soccer player does, from his same subjective perspective.

Dr. Carlà, as managing director, must also see to and coordinate all business and administrative aspects of the company. Taking full advantage of his ten years as a journalist, he sets up and coordinates P.R. and marketing activities. Carlà's tight staff of specialists in turn head their own mini staffs of assistants and collaborators.

IVAN VENTURI, 21 years old, the company's Software Manager and Art Director. He has been working at Simulmondo since its establishment and personally programmed and designed two of the company's best sellers, **ITALY '90 SOCCER** and **F1 MANAGER**. His job as software manager is to coordinate all work done on all the products and to head programming and other staff.

GAETANO DALBONI, 34 years old, is Simulmondo's game designer senior. He is the one to program and design the effects that will give the end user a sense of simulation and of interactivity; the real objectives of Simulmondo's products. An expert in wargames and roleplaying, he was Italian champion of wargames for many years and ranked among the top ten worldwide.

MICHELE SANGUINETTI, 20 years old, graphics senior. Michele gives life and breath to the products' most important characters and situations. Thanks to his art studies and his fairly good knowledge of anatomy, his animations are fluid and natural.

STEFANO BALZANI, 24 years old, programming senior. He is responsible for the company's software archives and for all new products. He supplies the other programmers with technical and operational advice.

RICCARDO CANGINI, 22 years old, also a graphics senior. He has worked on many of Simulmondo's more important products and is sought for his expert advice by the other graphics artists.

MARIO BRUSCELLA, 24 years old, is Simulmondo's most technically expert programmer and the one who is in most direct contact with the computers. His knowledge of microprocessors is ample and ever growing. He has programmed several of Simulmondo's more important projects.

FEDERICO CROCI, 24 years old, has been with the company ever since it began. He is responsible for the marketing, packaging and documentation of all the company's products. He is a major Italian expert of arcade videogames and has an extensive collection of American pinball machines.

ANDREA BRADAMANTI, 19 years old, is Simulmondo's senior tester. His authorization is needed for products to leave company premises and start on their way to the public. His job is very important and he takes it very seriously. He is also head of **INFOLINE**, Simulmondo's direct link with its customers.

ROBERTO BIETOLI and **PIETRO FILIPPIS**, 22 and 65 years of age, are responsible for the company's informatics and administrative system and for sales. They differ considerably in age and they don't look at all alike physically but they are identical when it comes to accuracy and precision, fundamental prerequisites to doing their kind of work.

And last but not least, **ADRIANA GANDOLFI**, Master of Arts from the University of Oregon, USA, began working for the company in 1991. An American from New York, a daddy from Italy, she knows 4 languages and speaks English and Italian with the same ease. She is export manager and also responsible for all the company's English translations and P.R. with International magazines and foreign companies.



HISTORY OF OUR ENTERTAINMENT SOFTWARE

Simulmondo has become a leader in Italy thanks to its popular sports' simulators. The company chose European football, Formula 1, tennis, basketball and motorcycle racing as its subjects because these sports were and still are the most popular ones in Italy and in the world. Simulmondo has recently decided (since January 1991) to dedicate time and effort to works of fiction, too. Two products based on fictional characters will soon be released.

1988

SIMULGOLF C64 cassette and disk; PC IBM, CGA graphics card

A Minigolf simulator. Miniature Golf, that "almost-sport" frequently played while on vacation as that's where its found, in vacation spots.

BOWLS C64 cassette and disk, Commodore Amiga

A simulator of the popular Italian game of "bocce" (Fr. "boules") played throughout Europe. This game allows you to play "bocce" indoors, outdoors or even on a field of sand.

ITALY '90 SOCCER C64 cassette and disk, PC IBM CGA, Atari ST

A videogame of Italy's 1990 Soccer Tournament, the most sold game on the subject in Italy. It's easy to play, enjoyable and just difficult enough to keep it interesting. One person can play against the computer or in can be played one on one. It manages the worldcup tournaments and standings.

1989

F1 MANAGER C64 cassette and disk, Amiga, PC IBM CGA, Atari St

F1 is the first game in the MANAGER series. It met with great success upon release and is still selling well. It can be played by one person or by two persons with the option to manage a Formula 1 team of mechanics and drivers.





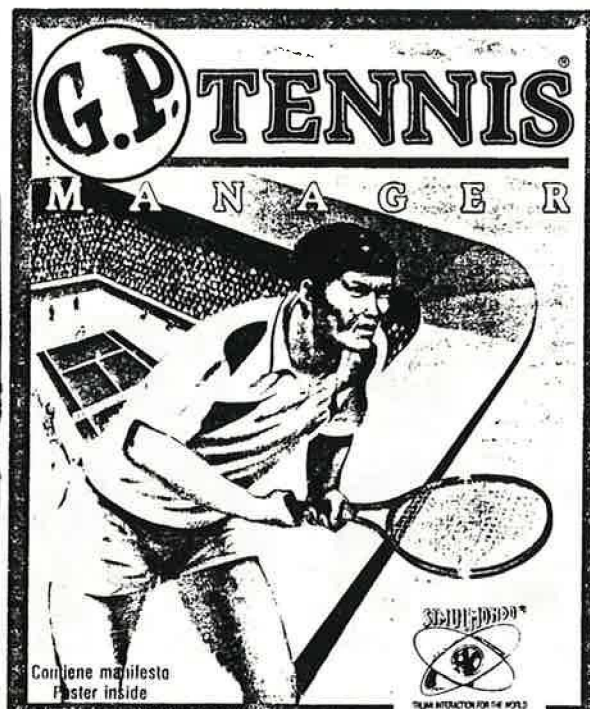
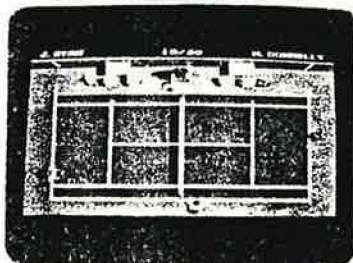
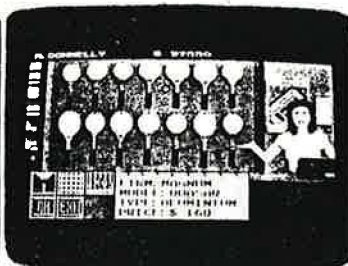
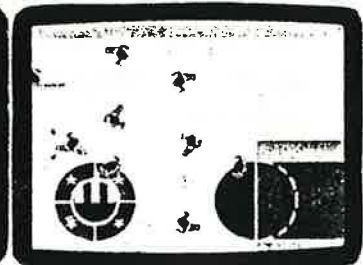
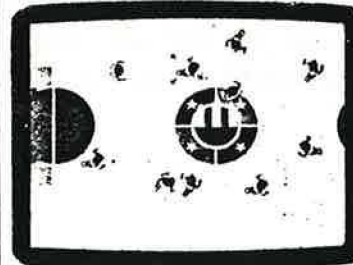
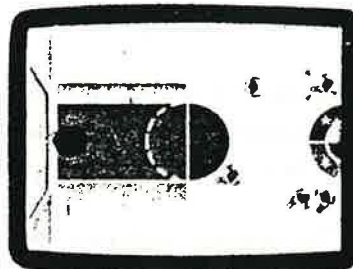
1990

THE BASKET MANAGER C64 cass./disk, Amiga, PC CGA EGA, Atari St

This is the second game in the MANAGER series. This game allows the player to take on the role of a Basketball coach and to contract for, buy, and manage a team throughout an entire championship. The player has to budget finances carefully when choosing between using rookies or veteran basketball players in order to obtain the best results for the money spent. One or two players.

GP TENNIS MANAGER C64 cassette and disk, Amiga

GP is the third title in the MANAGER series. Four novice tennis players available. The object of the game is to bring them up from last place to first in the tennis pros' ATP ranking. Careful technical and tactical choices must be made throughout the game in order to obtain top results. The arcade section uses a subjective game mode.





1990

I PLAY: 3D SOCCER C64 cassette and disk, Amiga, Atari St

The game is the first title in the I PLAY series and is also Simulmondo's most widely known and appreciated game in Europe. Throughout the continent, both reviewers and players have praised this game for its novelty; the match is seen and played from the actual soccer player's perspective. The game is fast-moving and its animation is realistic. 3D SOCCER is the first European football simulator. One or two can play.

1991

FORMULA 1 3D C64 cassette and disk, Amiga

This game is the first three-dimensional simulator of Formula 1 on computer. All the features of the Monza racetrack have been faithfully reproduced. A television recording of the Ferrari race was studied in order to take a good look at the track itself. Vectorial graphics were used to make the images move faster. FORMULA 1 3D can be played singly or with another person.



This game is the last in the MANAGER series and is about the Motorcycle World Championships. One or two players can compete in the management of a maximotor team and race in all the trial runs and season's grand prix. A team and motorcycle can be made up and designed from scratch or one can select to use real drivers and bikes.

This game is a unique simulator because of its choice of subject, fishing for the BIG GAME, very large fish living in tropical waters: Swordfish, Blue and Black Marlin, Tunas and Sharks. Here the player becomes an angler whose goal it is to live in the tropics as long as possible. In order to do this, he has got to catch the largest fish possible. He has everything he needs to help him accomplish this task, including emergency signal flares and sonar equipment. One player.

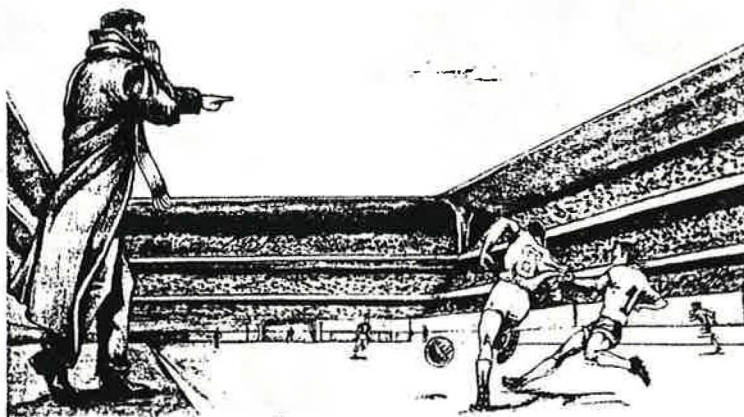
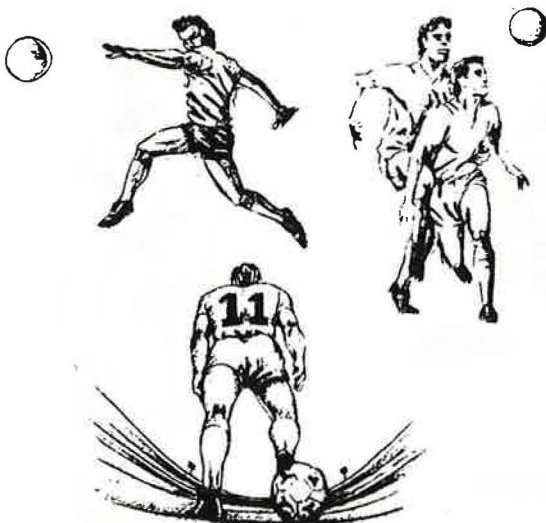
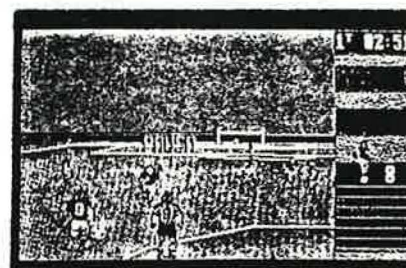




OUR LATEST RELEASES

I PLAY: FOOTBALL CHAMP C64 cassette and disk, Amiga, PC IBM CGA EGA VGA, Atari St

This is the second game in the I PLAY series and took exactly twelve months to develop. Everything was put into the game that soccer fans who really liked 3D SOCCER might expect. FOOTBALL CHAMP simulates four important European soccer tournaments (Italian, English, French and German). A special system allows the player to easily place the teams on field in any number of combinations. Each simulated soccer player in each of the 72 different teams plays the way his real counter-figure would. Many different options make this game the only technical subjective soccer real-time simulator on the market. Try it and see. One or two players.



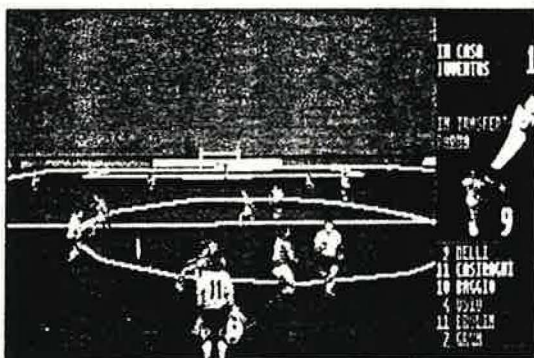


FOOTBALL CHAMP

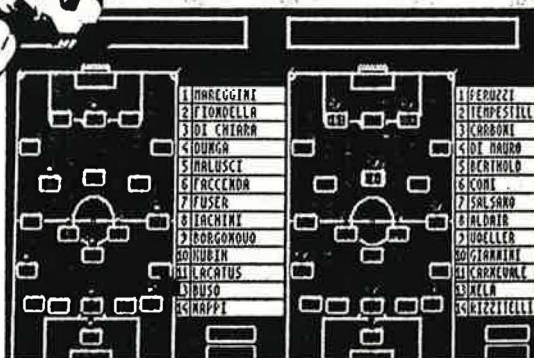
FOOTBALL CHAMP.



Sistema selezione tattiche di gioco C84 - Game tactical selections C84



Fase di gioco Amiga - Moments of the game Amiga



Sistema selezione tattiche di gioco Amiga - Game tactical selections Amiga

Gli italiani sono da sempre considerati un popolo di navigatori, santi, poeti e... commissari tecnici. Insieme al primo simulatore-action del calcio, "3D SOCCER", sempre nella serie I PLAY, ecco finalmente il gioco che vi permetterà per la prima volta di sedere sulle panchine di una qualunque squadra di serie A del campionato italiano, inglese, tedesco o francese. Il nostro rivoluzionario sistema tattico vi consentirà di replicare fedelmente le strategie di gioco dei più prestigiosi club europei, e di creare voi stessi delle nuove. Per ogni squadra sono state prese in considerazione le caratteristiche fondamentali dei giocatori della rosa, ottenendo così il massimo realismo visivo e la migliore fedeltà tecnica. Qualità che fanno di FOOTBALL CHAMP il primo e unico simulatore tecnico di calcio professionistico.

- Tutte le 78 famose squadre del campionato di serie A italiano, francese, tedesco e inglese!
- Tutti i 1064 veri (e vivi sullo schermo) campioni delle squadre italiane, francesi, tedesche e inglesi!
- Tutte le vere tattiche di gioco dei 78 più famosi allenatori d'Europa e la possibilità di organizzare infinite vostre strategie!
- Si gioca da soli contro il computer, in due, giocatore contro giocatore, oppure insieme contro il computer!
- Per completare la vostra serie I PLAY, insieme a "3D SOCCER" dovete avere FOOTBALL CHAMP!

Finally, in addition to the first football action-simulator, "3D SOCCER" of the I-PLAY series, here's a game which allows you to join the 1st Football Division Italian, English, French or German team of your choice. Our revolutionary tactical system will allow you to faithfully reproduce the most prestigious European clubs' game strategies and even to create some new ones of your own. The most important characteristics of the football players of each team were studied in order to create the maximum in visual realism and to remain true to actual football playing techniques. These are the qualities which make FOOTBALL CHAMP the first and only real-time professional football simulator.

- All 78 Italian, French, German and English First Division teams!
- All 1064 real (and alive on the screen) champions of the Italian, French, German and English teams!
- All the real game tactics of the 78 most famous European trainers and the chance to make up an infinite number of strategies!
- You can play alone or with a friend against the computer or human player against human player!
- To complete your I PLAY collection, besides "3D SOCCER", FOOTBALL CHAMP is a must!
- Joystick required

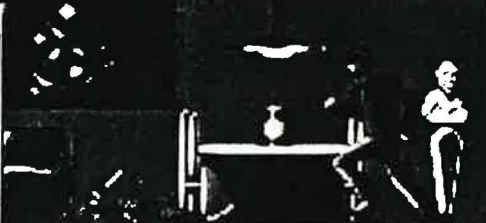
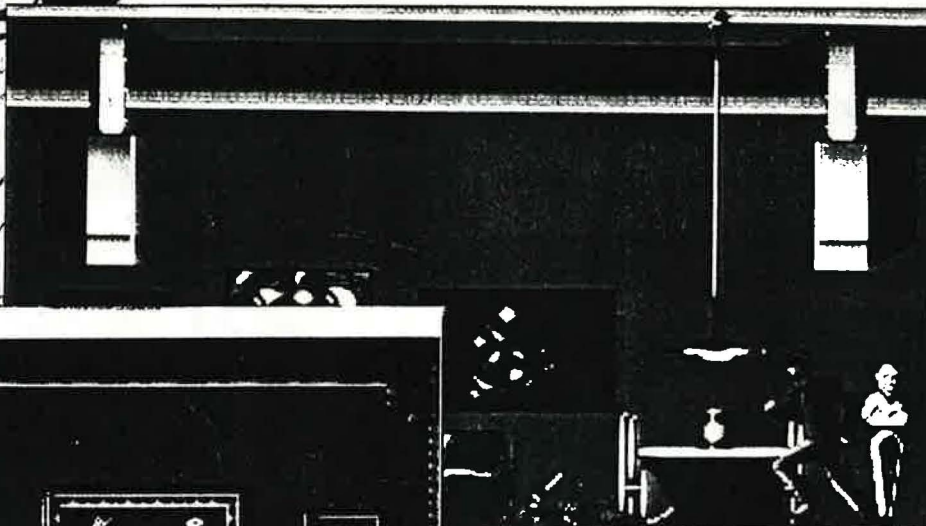


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IPLAY®



DYLAN DOG



DYLAN DOG

1000 MIGLIA

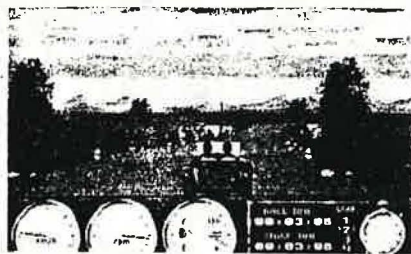
1000 MIGLIA
THE OFFICIAL SIMULATOR

1927-1933
VOLUME 1

L'Auto

SPORT - VITESSE - PENTE

"La 1000 Milles c'est toute une vie resumée dans l'espace de douze heures."
Jackie Ickx



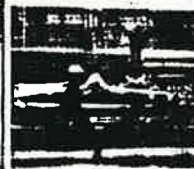
AMIGA VERSION

FINAL DAILY NEWS

NUVOLARI WINS 1000 M.



C64 VERSION

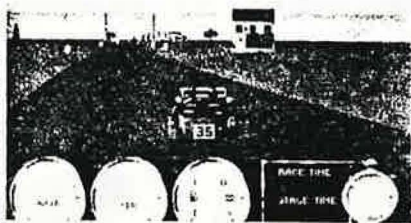


DAILY MIRROR

"1000 MIGLIA WAS MY GREATEST RACE"

STERLING MOSS

PC 256 COLOR VERSION



La Gazzetta dello Sport



Il più grande pilota del mondo TAZIO NUVOLARI

A Feltrina Nuvolari era già in seconda posizione, ma voleva assolutamente superare Varzi. Quando gli fu vicina, spense i fari e nel buio assoluto sorpassò l'avversario.

di FOTAGRAFIA



Tazio Nuvolari, 1000 MIGLIA 1930 (17)



su queste strade simulate corrono
antiche:

FERRARI, ALFA ROMEO,
LANCIA, BMW, MERCEDES,
PEUGEOT, CITROEN, JAGUAR,
ASTON MARTIN, SAAB.

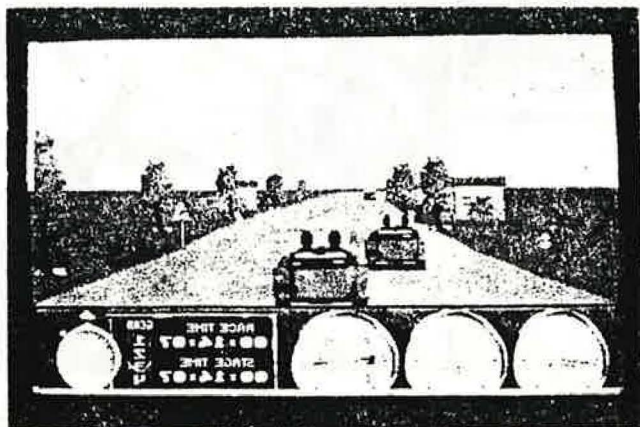
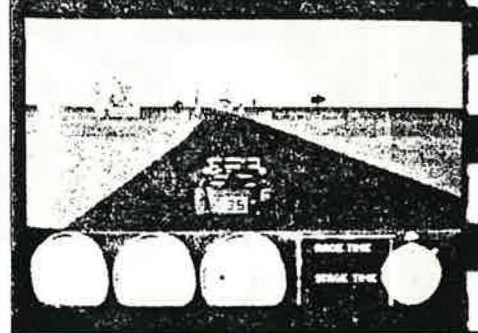
SIMULMONDO



Along these simulated roads
legendary sports cars race:

FERRARI, ALFA ROMEO,
LANCIA, BMW, MERCEDES,
PEUGEOT, CITROEN, JAGUAR,
ASTON MARTIN, SAAB.

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OUR LATEST RELEASES

SIMULMONDO'S TRADEMARKS AND EXCLUSIVE LICENSES

In 1990, Simulmondo decided to obtain the production and distribution rights of videogames and interactive products based on famous Italian trademarks and characters. The comic book character DYLAN DOG and the famous Italian sports car race 1000 MIGLIA trademark were chosen.

DYLAN DOG: THE MURDERERS C64 cassette and disk, Amiga, PC IBM CGA EGA VGA

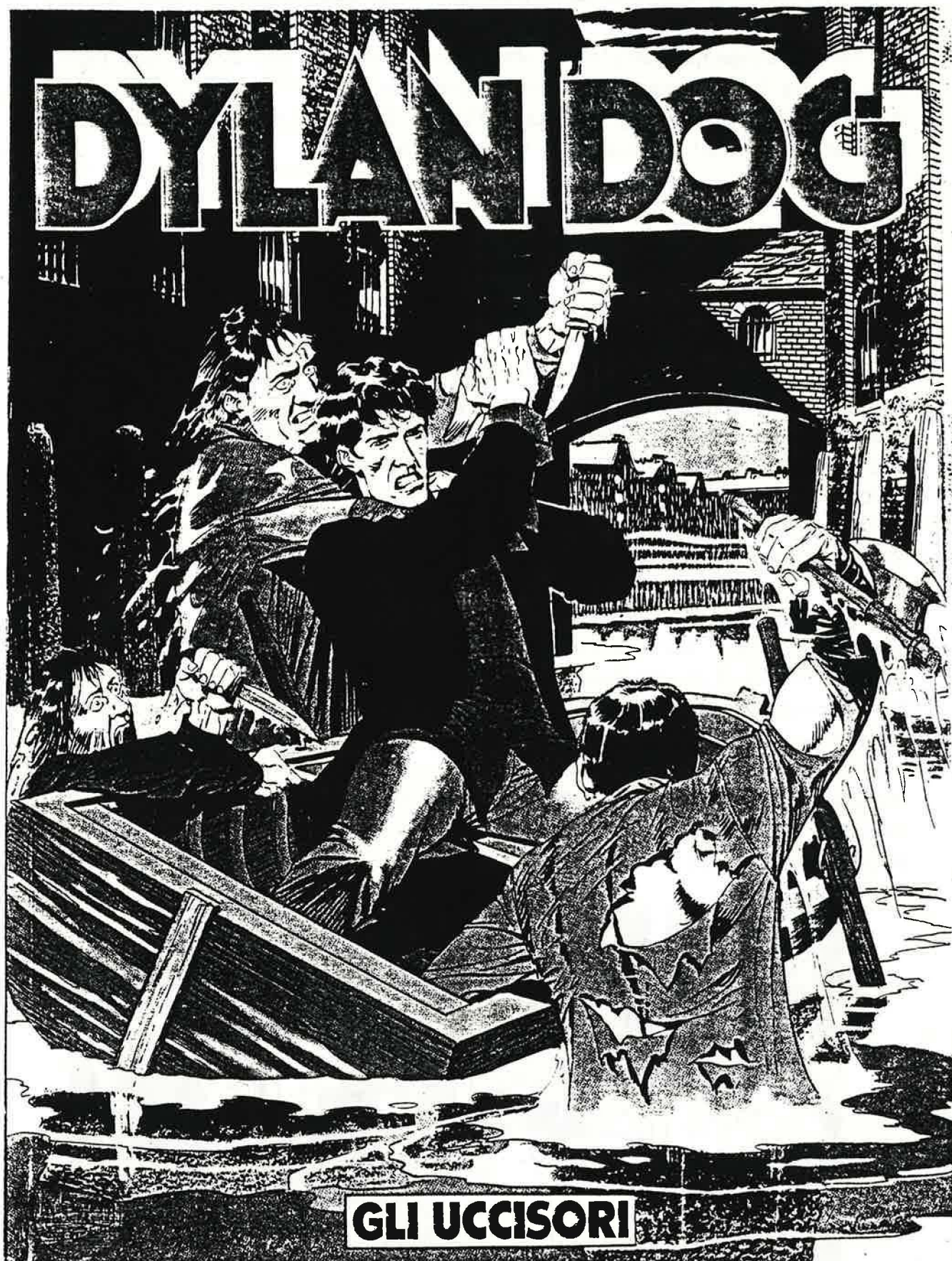
DYLAN DOG, investigator of nightmares, is the name of a comic book; the main character, Dylan Dog, is a favorite among its young Italian readers. Three "Dylan Dog" comics of about 100 pages each are published monthly. Total sales come to 700,000 copies per month which means that the total number of fans is approximately 4,000,000 youngsters.

Counting on these figures and because of the quality of the Dylan Dog stories, Simulmondo obtained exclusive worldwide rights to reproduce Dylan Dog on software. The curiosity of our customers, of Italian trade magazines and mass media has been unleashed by the announcement and previews of our first production using the trademark. The title of this first production: **THE MURDERERS**. Loosely based on the Dylan Dog story, **THE MURDERERS**, Simulmondo's first videogame places the investigator of nightmares inside a country villa where he is surrounded by a swarm of bloodthirsty enemies transformed into murderers by a mysterious adversary. There are two objectives to the game: to neutralize the Murderers and their organization and to save the innocent people trapped in the villa along with Dylan Dog. State-of-the-art graphics, one player.





DYLAN DOG: THE MURDERERS



DYLAN DOG is the leading character of a comic book series dealing a little with the fantastic and a little with horror. These comics are published in Italy by SERGIO BONELLI SPA, Milan. This publishing company is responsible for the creation and publication of some of the most famous Italian comics and has given no indication of stopping this trend. Of all its comics, Dylan Dog is the most recent one and has risen to fame so rapidly and with such staggering numbers that it has no precedent on the Italian market. Dylan Dog is published three times per month with sales reaching 700,000 copies. Its readers and fans have almost reached the 4,000,000 mark. Dylan Dog stories are an eclectic, gusty, and captivating mix of literary quotations, and cinematographic and musical references; writers from Edgar Allan Poe to Stephen King, directors from Dario Argento to Romero and musicians like King Crimson and Iron Maiden all turn up in the stories in one form or another.

Dylan is a very special kind of detective (hired by those to whom the police wouldn't even listen) who deals only with very strange and paranormal cases. But even he is a bit skeptical and initially refuses to accept these strange cases until he can no longer resist solving a mystery and ends up having to discover the answers to most difficult questions. He spends his leisure hours (which are quite few) playing the clarinet, building models of clipper ships and attempting to contact his sidekick Groucho who looks quite a bit like his namesake, Groucho of the Marx brothers. The stories are all based in London, a city of horrors and mysterious happenings. Dylan drives an old VW bug and has a weakness for women; very Italian indeed.

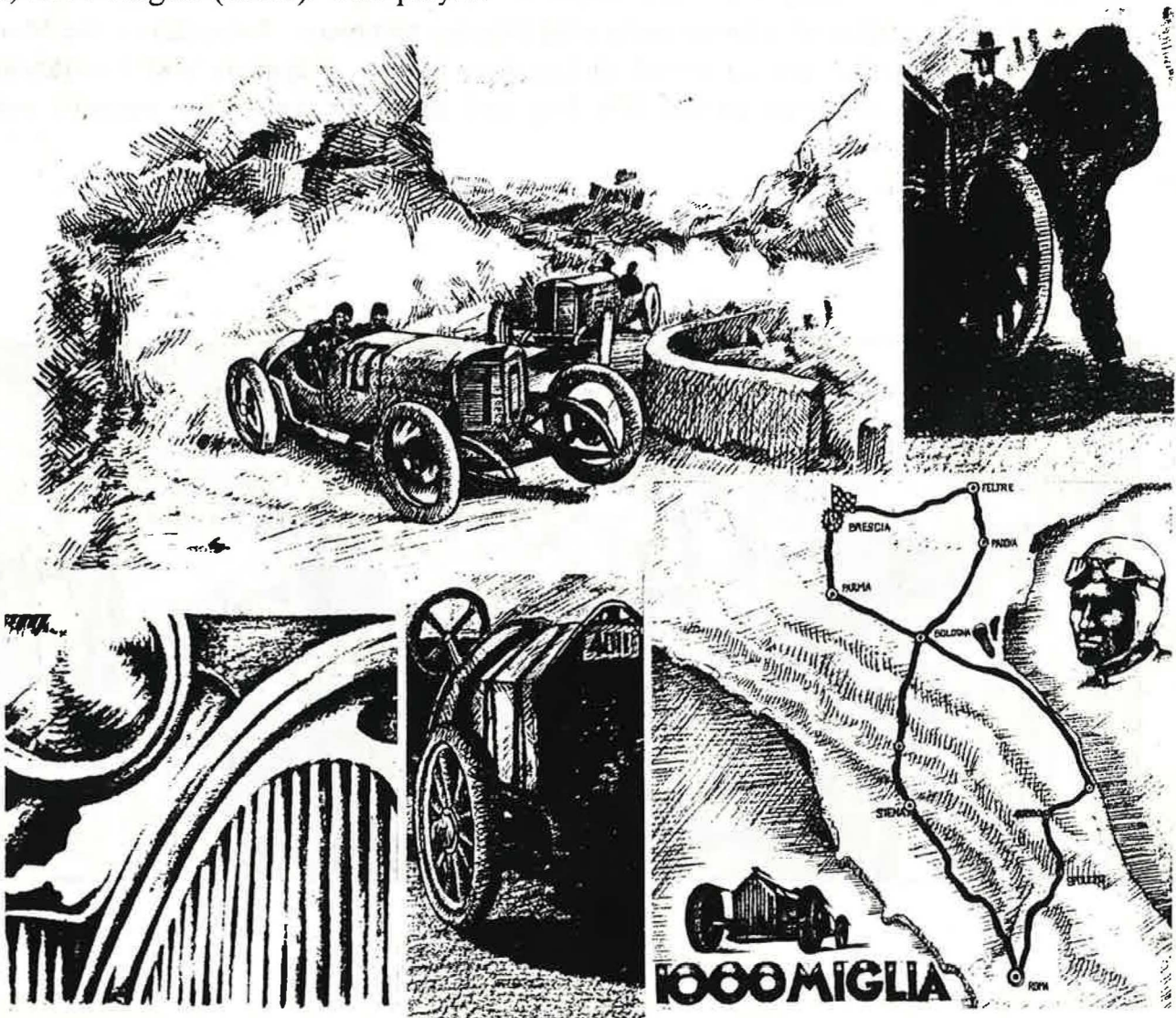




OUR LATEST RELEASES

1000 MIGLIA: VOLUME 1 1927/1933 C64 cassette and disk, Amiga, PC CGA EGA VGA

Simulmondo has obtained exclusive worldwide licensee rights, excluding Japan and Southeast Asia, to make and produce simulators of this world famous Italian sports car race. The most famous drivers at the wheel of the most beautiful and powerful automobiles in history raced in 1000 Miglia, all of them found the experience to be exciting and unforgettable. This first Volume reproduces the first seven editions of 1000 Miglia and it was designed to bring the most fascinating aspects of the race to light. The drivers started the race in Brescia (northern Italy, near Milan) and crossed through changing scenery and weather. They found fog in the Po valley, curvy roads in Tuscany, difficult driving through Lazio up to their arrival in Rome. They then returned to Brescia, where the 1000 Miglia began and ended, along the Adriatic Coast and through Romagna's pine forests, into the fog-ridden province of Veneto up to their final arrival in Brescia. The total number of kilometers was 1600, that's it, 1000 Miglia (miles). One player.





1000 MIGLIA





1000 MIGLIA



1000 Miglia is a renowned Italian car race started in 1927 by a group of sports car fans. Since its beginning and for over 30 years, it was a must for all the most famous drivers and for all the most important automobile companies.

The 1000 Miglia race ran through all of northern and central Italy. The race began and finished in Brescia, crossing the Po valley, Bologna, the Tuscan appennines near Florence and on to Rome. On the return trip, the drivers raced along the Adriatic Coast to Rimini and then into the province of Veneto through to Brescia. The total number of kilometers was 1600, or approximately 1000 Miglia (miles). It was very dangerous driving with fans crowding around at every bend in the road and at night, the pair of drivers (there were always two pilots to a car so that they could drive nonstop) would have to cross through towns with streets lined with people. Those were the days when Ferrari became famous and drivers like Tazio Nuvolari, too; days when the powerful German Mercedes and BMWs and the extraordinary English Jaguars reached world renown. Every human being and automobile to go down in history raced in the 1000 Miglia: Alberto Ascari, Villoresi and Varzi and the Lancias and Alfa Romeos for Italy; the English driver Sterling Moss and the French with their Citroens and Peugeots; Saabs, too, and Fiats and Porsches, Maseratis and Bugattis. All the greatest French, English and South American drivers were unanimous in saying that the 1000 Miglia was the "best race of their lives".

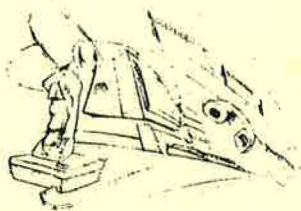
The 1000 Miglia race was run once a year, every year from 1927 to 1941, suspended during the war years, resumed in 1947 and continued triumphantly through to 1958, the year in which a serious accident took the lives of 14 spectators and one driver. Cars had become too powerful and too fast and so the organizers of the race decided it was time to quit. But the legend, perhaps also due to this tragic conclusion, survives to this day, maybe even having grown through the years. Unforgettable are the anecdotes surrounding the race; Nuvolari turns off his headlights in the middle of the night so that he can sneak up on and pass his opponent; or the story of the "Drake", Enzo Ferrari who gets a priest to stand in the middle of the road in order to stop Nuvolari who, at the tender age of 40, was racing in an almost totalled Ferrari. It's hard to resist the attraction that the 1000 Miglia and its flesh and metal heroes exert. Today, thousands of 1000 Miglia fan clubs exist throughout the world and the cars made famous by the race are worth thousands of dollars. And so many dreams.





NEW SERVICES: INFOLINE

In 1991 Simulmondo established a direct information line for all its customers. All it takes is a phone call to get in touch with the expert who can give advice and help out with any problem anyone may have with any one of the products.



SIMULMONDO INTERACTIVE EDUCATION

SIMULMONDO, under the new trademark of SIMULMONDO INTERACTIVE EDUCATION, is now publishing self-education courses for High Schoolers. These programs are the first, and for now, the only ones on the Italian market. SIMULMONDO INTERACTIVE EDUCATION is rapidly setting the new standard of education and study among students and in the High Schools, opening the world of scholarship in Italy to the new applied sciences. These products are now being translated and adapted European to and North American market needs.

THE PRESS

Simulmondo has been talked about by both national and international press services. Then, reviews and articles showed up in magazines and even the mass media took an interest to Simulmondo and its products.

ITALY

RAI TELEVISIONE ITALIANA, ITALIA 7 TV, RADIO ITALIANA, CAPITAL, CLASS, FORTUNE, GENTE MONEY, ESQUIRE, PANORAMA, L'ESPRESSO, VOGUE, PER LUI, MAX, EPOCA, IL VENERDI' DI REPUBBLICA, IL CORRIERE DELLA SERA, LA STAMPA, AUTO OGGI, ROMBO, AM, MC MICROCOMPUTER, MICRO & PERSONAL COMPUTER, THE GAMES MACHINES, ZZAP!, K.

GREAT BRITAIN

AMIGA FORMAT, AMIGA USER, ZZAP!, THE ONE, COMMODORE USER, ZERO, AMIGA ACTION, AMIGA POWER, ST FORMAT.

FRANCE

MICRO NEWS, TILT, GENERATION FOUR.

GERMANY

ASM

SPAIN

MICROMANIA

FINLAND

MICROBITTI

SWEDEN

DATOR

JAPAN

BRUTUS

USA

AMIGA WORLD

